
DiskTrie: An Efficient Data Structure Using Flash Memory for Mobile Devices

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Outline

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Problem Statement

- Let S be a static set of n unique finite strings with the following operations:
 - Lookup (str) – check if the string str belong to the set S
 - Prefix-Matching (P) – find all the elements in S that have the same prefix P
- **The Problem:** An efficient data structure that can operate in low-spec mobile devices and supports this definition

Current Status

- At present, use of mobile devices and different sensor networks is increasing rapidly
- Mobile devices and embedded systems are characterized by –
 - Low processing power
 - Low memory (both internal and external)
 - Low power consumption
- Data structures and algorithms addressing these devices has huge application

Motivation for a New Solution

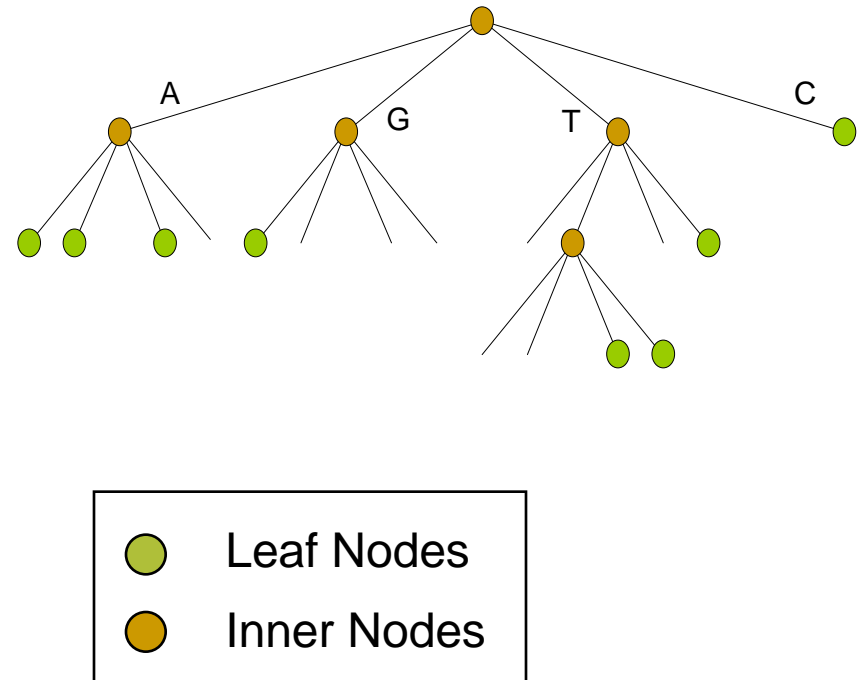
- Use of external memory is necessary
- Popular external memory data structures for computer include String B-tree, Hierarchy of indexes etc.
- The problem is still not very well discussed in case of flash memory (Gal and Toledo)
- Looking for a more space-efficient (both internal and external) data structure that is still competitive in terms of time efficiency

Flash Memory

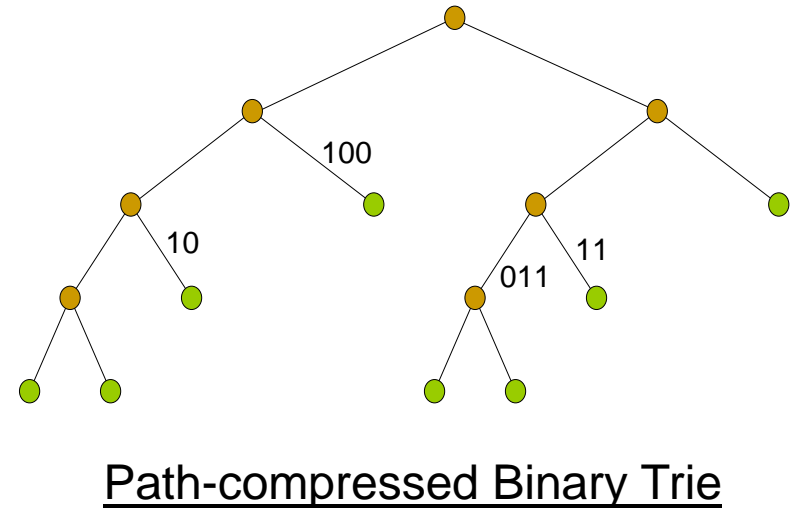
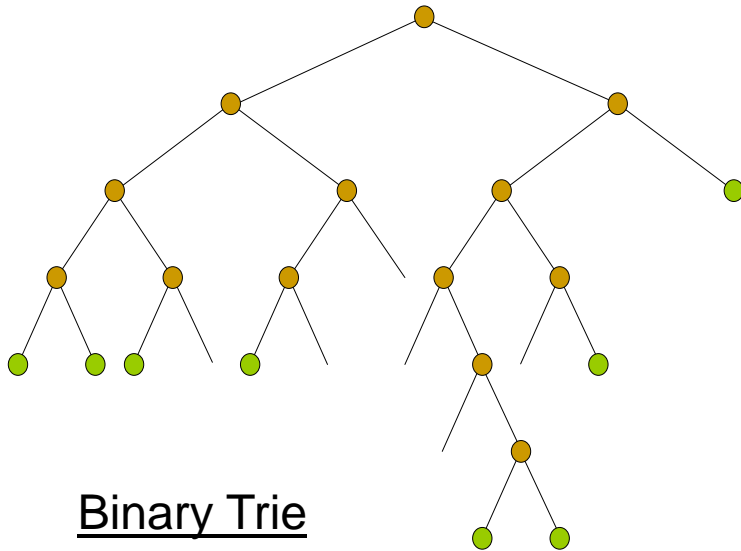
- Common memory that is extensively used in mobile/handheld devices
- Unique read/write/erase behavior than other programmable memories
- NOR flash memory supports **random** access and provides byte level addressing
- NAND flash memory is faster and provides **block** level access

Trie

- A trivial trie is an *m-ary* tree
- Keys are stored in the leaf level; each unique path from the root to a leaf corresponds to a unique key
- Its search time can be considered as $O(1)$

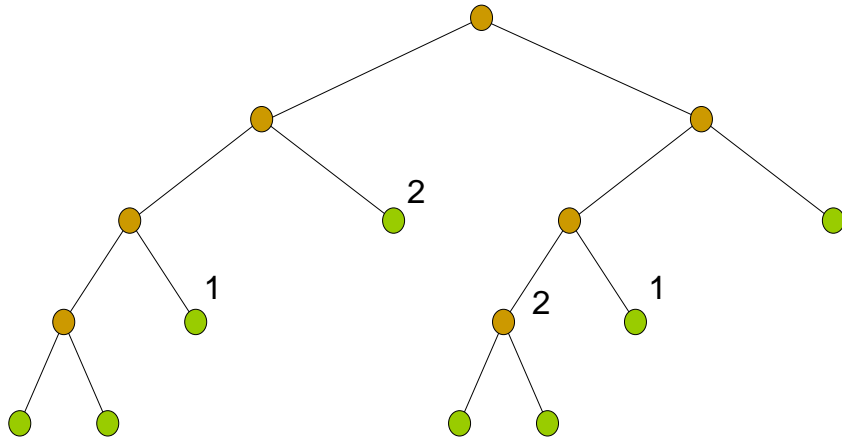


Binary Trie and Path Compression

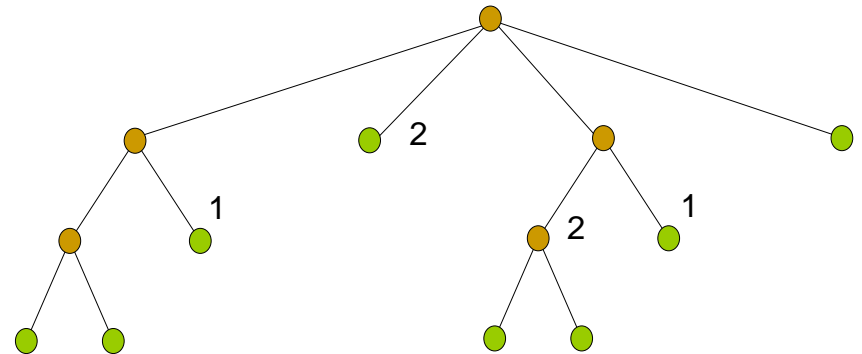


- Binary encoding ensures every node to have a maximum degree of two
- Depth of the trie increases
- Path-compression is used to reduce this

Patricia Trie & LPC Trie



Patricia Trie



Level and Path-compressed Trie

- Patricia trie is similar to path-compressed one but needs less memory
- Finally, level and path-compressed trie **reduces the depth** but the trie itself does not remain binary anymore
- Nilsson and Tikkanen has shown that an LPC trie has expected average depth of $\Theta(\log^*n)$

DiskTrie Idea

- Static **external** memory implementation of the LPC-trie
- Pre-build the trie in a computer and then transfer it to flash memory
- Three distinct phases –
 - Creation in computer
 - Placement in flash memory
 - Retrieval

Creation and Placement

- All the strings are lexicographically sorted and placed contiguously in flash memory
- Nodes of the DiskTrie are placed separately from the strings and leaf nodes contain pointers to actual strings they represent
- Page boundaries are always maintained in case of NAND memory
- All the child nodes of a parent node are placed in sequence to reduce the number of pointers

Retrieval

- Deals with two types of operations:
 - Lookup
 - Prefix-Matching
- Lookup starts from the root and proceeds until the search string is exhausted
- Each time a single node is retrieved from the disk in case of NOR flash memory and a whole block for NAND type

Lookup Algorithm

```
procedure Lookup (str)
{
- currentNode ← root
- while ( str is not exhausted & currentNode is NOT a
  leaf node)
  - Select childNode using str
  - currentNode ← childNode
- end while

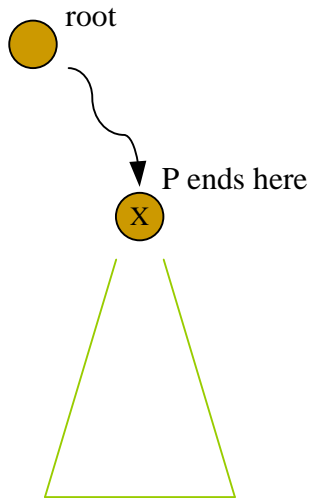
- if ( error )
  - return false
- end if

- return CompareStrings (str, currentNode→str)
}
```

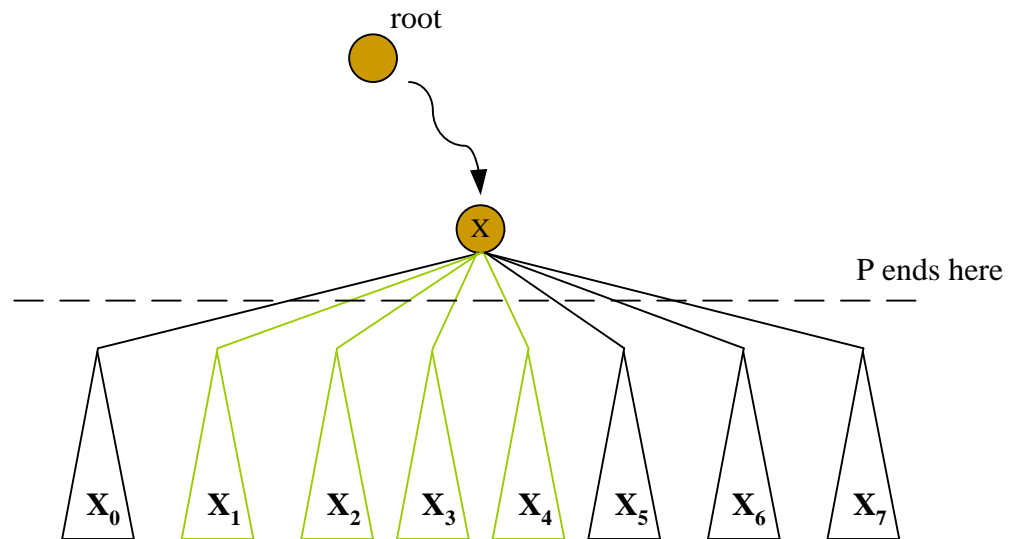
Retrieval (Cont.)

- For Prefix-Matching operation, the searching takes place in two phases:
 - Identification of a prospective leaf node to find the *longest common prefix*
 - Identification of the sub-trie or tries that contain the results

Illustration of the Prefix-Matching Operation



(a) 'P' ends in a node



(b) 'P' ends in an arc

Prefix-Matching Algorithm

```
procedure Prefix-Matching (P)
{
- currentNode ← root
- while ( P is not exhausted & currentNode is NOT a leaf
node)
-   Select childNode using str
-   currentNode ← childNode
- end while

- if ( error )
-   return NULL
- end if

- lNode ← left-most node in the probable region
- rNode ← right-most node in the probable region

- return all strings in the range
}
```


Results

- Storage Requirement

- DiskTrie needs *two* sets of components to be stored in the external memory:
 - Actual Strings, and
 - The data structure itself
- **Linear** storage space to store all the key strings
- A Patricia trie holding n strings has $(2n - 1)$ nodes
- Hence, storage requirement for the total data structure is also **linear**
- While storing the nodes, block boundaries must be maintained. It results in some **wastage**

Results (Cont.)

- Complexity of the Operations

■ Lookup

- Fetch only those nodes from the disk that are on the path to the goal node

- The number of disk accesses is bounded by the **depth** of the trie, which is in turn $\Theta(\log^*n)$.
 - \log^*n is the *iterative logarithm* function and defined as,
 - $\log^*1 = 0$
 - $\log^*n = 1 + \log^*(\text{ceil}(\log n))$; for $n > 1$

- Minimal internal memory required

Results (Cont.)

■ Prefix-Matching

- Probable *range* of the strings starting with the same prefix is identified using methods similar to Lookup. It takes $\Theta(\log^*n)$ disk accesses
- In case of a successful search, it takes $O(n/B)$ more disk accesses to retrieve the resultant strings if NAND memory is used (B is the block read size)
- Sorted placement of the strings saves a lot of string comparisons
- Internal memory requirement is minimal

Limitations

- Wastage of space in each disk block while storing the DiskTrie nodes
- In some cases, same disk blocks are accessed more than once

Future Directions

- More efficient storage management, specially removing the inherent wastage to maintain boundary property
- Take advantage of spatial locality

Thank You All !!!